

GAMING APPARATUS SOFTWARE EMPLOYING A SCRIPT FILE

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ABSTRACT OF THE DISCLOSURE

In a gaming method, a wager may be received from a player via a value input device of a gaming apparatus, and an image representative of a game may be generated for display on a display unit of the gaming apparatus. Compiled code associated with play of the game may be executed using a processor of the apparatus, and the compiled code may include code to read data from a file stored in a memory of the gaming apparatus, wherein the file is separate from the compiled code. First uncompiled instruction data may be read from the file using the compiled code, the first uncompiled instruction data indicative of a request to create a first software object associated with play of the game. The first software object may be created using the compiled code in response to the uncompiled first instruction data. Second uncompiled instruction data may be from the file using the compiled code, the second uncompiled instruction data indicative of a request to create a second software object associated with play of the game. The second software object may be created using the compiled code in response to the second uncompiled instruction data. Third uncompiled instruction data may be read from the file after creation of the second software object using the compiled code, wherein the third uncompiled instruction data includes a reference to the first software object, wherein the third uncompiled instruction data is indicative of a request to perform an operation associated with play of the game and associated with the first software object. In response to the third uncompiled instruction data, the operation indicated by the third uncompiled instruction data may be performed using the compiled code. A value payout associated with an outcome of the game may be determined.